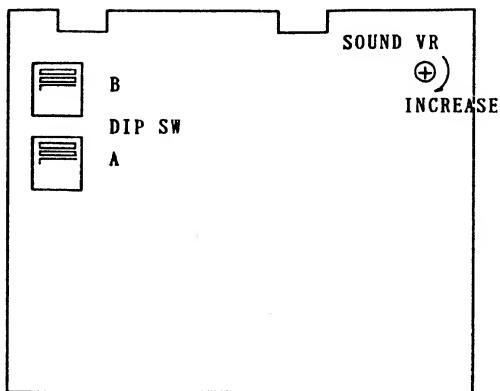


## ADJUSTMENT ON GAME PC BOARD (CRIME CITY G25 00540A)

## CONNECTOR (JAMMA)



☆ THE CONTROL OF THIS GAME USES  
ONE 8-WAY JOYSTICK AND 2 BUTTONS.  
(PAIR-CONTROL PANEL)

SOLDER SIDE		COMPONENTS SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
-5V	E	5	-5V
+12V	F	6	+12V (+13V)
POST	H	7	POST
COIN COUNTER (B)	J	8	COIN COUNTER (A)
COIN LOCKOUT (B)	K	9	COIN LOCKOUT (A)
SPEAKER (-)	L	10	SPEAKER (+)
	M	11	
VIDEO G	N	12	VIDEO R
VIDEO SYNC	P	13	VIDEO B
SERVICE SW	R	14	VIDEO GND
TILT SW	S	15	
(COIN B)	T	16	COIN A
2P SELECT	U	17	1P SELECT
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P ATTACK BUTTON	Z	22	1P ATTACK BUTTON
2P JUMP BUTTON	a	23	1P JUMP BUTTON
	b	24	
	c	25	
	d	26	
GND	e	27	GND
GND	f	28	GND

NOTICE BEFORE CHANGING THE SETTINGS OF DIP SWITCHES, TURN THE POWER OFF.

## ◇ SETTING OF DIP SWITCH A

(\*) : FACTORY SETTING

SETTINGS	POSITIONS	1	2	3	4	5	6	7	8
REGISTRATION OF PLAYER'S NAME	* SCRIBBLE	OFF							
	3 LETTERS	ON							
SCREEN ROTATION	* NORMAL		OFF						
	REVERSE		ON						
TEST MODE	* NORMAL GAME			OFF					
	TEST MODE			ON					
ATTRACT SOUND	* WITH				OFF				
	WITHOUT				ON				
PLAY PRICING COIN A	* 1 COIN 1 PLAY					OFF			
	2 COINS 1 PLAY					ON		OFF	
	3 COINS 1 PLAY					OFF			
	4 COINS 1 PLAY					ON		ON	
PLAY PRICING COIN B	* 1 COIN 2 PLAYS							OFF	
	1 COIN 3 PLAYS							ON	
	1 COIN 4 PLAYS							OFF	
	1 COIN 6 PLAYS							ON	ON

REGISTRATION OF PLAYER'S NAME: SCRIBBLE

THE PLAYER IS AT THE TOP CAN REGISTER DRAWING WITH BULLET  
MARKS (MAX.:300 SHOTS).

## ◇ SETTING OF DIP SWITCH B

SETTINGS	POSITIONS	1	2	3	4	5	6	7	8
GAME DIFFICULTY EASY (A) → DIFFICULT (D)	* RANK B	OFF							
	RANK A	ON	OFF						
	RANK C	OFF							
	RANK D	ON	ON						
BONUS POINTS	* 80,000 PTS.			OFF					
	80,000 PTS. EVERY			ON	OFF				
	160,000 PTS.			OFF					
	NO BONUS			ON	ON				
NUMBER OF PLAYER(S)	* 3					OFF			
	2					ON		OFF	
	1					OFF			
	5					ON		ON	
CONTINUE MODE	* FREE							OFF	
	TILL 8 TIMES							ON	OFF
	TILL 5 TIMES							OFF	
	NO CONTINUE							ON	ON

# CRIME CITY™

CRUSH OUT THE CRIME! WE'RE THE SUPREME LAW!!



ATTACK

JUMP

<MOVEMENT OF DETECTIVES>  
THE MOVEMENT IS CHANGED  
DEPENDING ON THE TURNING  
DIRECTION OF THE 8-WAY  
JOYSTICK AND THE PRESS-  
ING BUTTONS.

HIGH JUMP  
(LEVER-UP  
+  
JUMP BUTTON)

TURN OVER  
IN MIDAIR  
(HIGH JUMP  
+  
JUMP BUTTON)

STOP  
(NEUTRAL)

SQUAT  
(LEVER-DOWN)

LOW JUMP  
(JUMP BUTTON)

WALKING  
(LEVER-LEFT/RIGHT)

TURN OVER-ATTACK  
(LEVER-DIAGONAL  
+  
JUMP BUTTON)

SHOT IN SQUAT  
(LEVER-DOWN  
+  
ATTACK BUTTON)

PUNCH  
ATTACK BUTTON

PICK UP FOLLOWING ITEMS!!

DRUG: POINTS ARE ADDED TO THE SCORE.

AUTOMATIC-GUN: THE SHOT PIERCE ENEMY'S  
BODY.

MACHINE-GUN: SHOT IN SUCCESSION.

PROTECTOR: IT PROTECT THE DETECTIVE'S BODY  
FROM ENEMY'S ATTACK.

# TAITO

TAITO CORPORATION